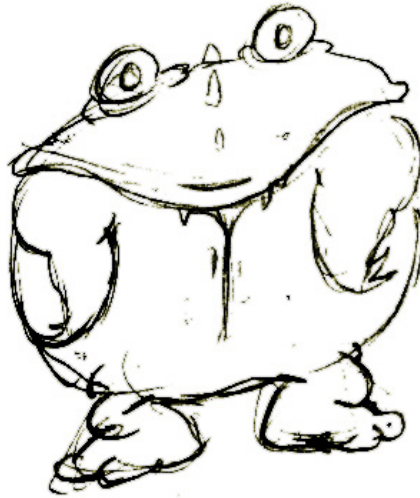


MONSTERS



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Dedicated to the little monster in all of us

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INTRODUCTION

Remember back to your childhood when your parents told you that monsters don't exist? That was just because they were fortunate enough to never have met one.

The truth of the matter is that monsters very much do exist. And they're pissed.

In the beginning of the world as we know it, Humans were the favored creation while Monsters were given the short end of the stick. The fleshy pink-skins got the surface. Sunlight, green plants, blue skies, and the like. And what do they do with it?

They pollute it, rip it apart, and generally abuse and neglect it. The Creatures, however, were given darkness: the core of the planet, where they reside in secret, biding their time and building up an army to take over the surface.

The day of Metanoia is drawing near. As one of the lower-ranking Monsters, your job is to scout the human world and prepare for it's destruction. Infiltration, subterfuge, and sabotage are your objectives. Fear, stench, and bile are your tools. Now go forth and wreak havoc.



WHAT IS A ROLE PLAYING GAME

Monsters is a fantasy role playing game where the players take on the roll of monsters and with the help of a Game Master create stories and accomplish missions. Over a period of time the players continually develop their monsters and the game master the pushes the story along.

WHAT YOU NEED TO PLAY

- At least 2 people are needed to play. One Game Master and at least one Player (Having 1-4 additional players is recommended)
- Pencils and paper
- Several 12 sided dice which will be referred as D12
- This instruction booklet
- A good chunk of time and imagination

WHAT IN BLAZES IS A GAME MASTER(GM)

A Game Master is a person who creates and/or assembles adventures for the players. He is the referee and storyteller all wrapped into one. For more information see the GM's section.

MONSTER CHARACTER CREATION

In order to play the game the fist thing that needs to be done is for all the players to create a monster. To create a monster get the a scratch piece of paper and a copy of the character sheet from the back of this booklet. Simply follow the instructions bellow to create a monster.

Foundational Stats

We have 3 foundational stats (meaning other stats build off them)

each stat starts with one point allotted to it. The three foundational stats are:

Smash = The amount of physical strength.

Scary = The amount of creepy presence and psychic presence

Sly = Amount of stealth and wit

Each player has 4 additional points to allot to these stats.

Each point spent represents 1 action die.

An Action Die is a 12sided die that the player will roll for certain tasks. For example if a player has 3 points in scary he would roll 3 action dice (3d12) to try and scare someone.

Defensive Stats

Foundation stats have a directly related Defensive Stats and are calculated by taking $\frac{1}{2}$ of the foundation stat and rounding up (see chart 1.1 below)

Chart 1.1

| | |
|---------------|---|
| Deflection: | $\frac{1}{2}$ smash point total rnd up |
| Determination | $\frac{1}{2}$ scary point total rnd up |
| Detection | $\frac{1}{2}$ sly point total rnd up |

Example: Sally has a Smash of 3 this makes her deflection stat 2 (taking $\frac{1}{2}$ of 3 and rounding up)

Deflection: is the resistance or opposing roll against smash it is the amount of physical hardness of a person or object.

Determination is the resistance or opposing roll against scary it is the amount of willpower and resistance to psychic attacks.

Detection is the resistance or opposing roll against sly this is how perceptive you are to things.

Conditional Stats

The Foundation Stats also determine a directly related conditional stat (see chart 1.2).

Chart 1.2

| | |
|----------------|-----------------------------|
| Health Points | Unmodified smash points + 5 |
| Psychic Energy | Unmodified Scary Points + 5 |
| Power Points | Unmodified Sly Points |

Health Points (HP): Represents your characters life. When these points are reduced to 0 the character has been knocked unconscious and could die

Psychic Energy (PE): Represents how much your mind can take before losing all control of your body. If your Psychic energy is reduced to 0 you have gone gaga and can't make any moves or take any actions until you have recovered 1 PE.

Power Points (PP) Represents the number of Powers a monster can have. it is also the maximum tier level that the monsters powers can be. As a Beginning Monster you can spend these to buy your starting powers.

Other Stats

Move (MV): This the amount of space a monster can move in feet in 1 action unless otherwise stated all monsters have a move of 25ft (5 squares if maps and minis are used)

Ooglies (OG): This is the raw power of psychic energy and currency of the monster world. Ooglies also have special properties that may give a monster an advantage in the fight.

- A beginning monster can convert Ooglies into usable PE at the rate of 5 to 1. A Player may not have more PE than his maximum.
- Players can spend 10 OG to reroll their dice. They may only do this once per encounter
- Players can spend 15 OG to gain an extra action in a round. They may only do so once per encounter
- Players can heal 1 HP or 1 PE by expending 10 OG for 1 (Note there is a power that reduces the cost)



A new player starts with 50 Ooglies.

POWERS

Powers alter stats in some way to give an advantage to your monster. Powers come in tier progressions. The higher the tier the more potent the power is. However, the more potent the power is the more likely that it will harm you in some way either by causing you damage or putting you at a disadvantage.

***** IMPORTANT UNLESS SPECIFICALLY STATED POWERS DO NOT ADD DIRECTLY TO YOUR STATS THEY JUST ADD TO THE NUMBER OF DICE YOU ROLL*****

Chart 1.3

| <u>Power</u> | <u>Bonus</u> | <u>Tier</u> | <u>Cost to Use</u> | <u>Start Cost</u> |
|-----------------|--|-------------|--------------------|-------------------|
| Scaly: | +1 Deflection Die | 1 | none | 1 PP |
| Mind Wall | +1 Determination Die | 1 | none | 1 PP |
| Camouflage | +1 Sly Die | 1 | none | 1 PP |
| 3rd Eye | +1 Detection Die | 1 | none | 1 PP |
| Extra Arm | +1 Smash Die | 1 | none | 1 PP |
| Glowing Eyes | +1 Scary Die | 1 | none | 1 PP |
| Green Blood | +3Hp | 1 | none | 1 PP |
| 2nd Head | +3PE | 1 | none | 1 PP |
| Big Ass Claws | +1 Smash Damage | 1 | none | 1 PP |
| Howl | +1 Scary Damage | 1 | none | 1 PP |
| Use Human Equip | +1 when attempting to use Human equip | 1 | none | 1 PP |
| Super Speed | Increase Move by 5ft | 1 | none | 1 PP |

| | | | | |
|------------------|--|---|-------------------------------|------|
| Break Wind | Scary + 2 | 2 | 1PE | 2 PP |
| Throw Kidney | Smash + 2 | 2 | 1HP | 2 PP |
| Peculiar Growth | Heal HP (self or ally) | 2 | 2 PE for 1HP | 2 PP |
| Band-Aid | Heal HP (self or ally) | 2 | 5 OG for 1HP | 2PP |
| Muster Courage | Heal Psy (self or ally) | 2 | 2 HP for 1 PE | 2 PP |
| Neural Stimulant | Heal Psy (self or ally) | 2 | 5 OG for 1PE | 2 PP |
| Shoulder Throw | Make Smash Arrack into A ranged attack range=10ft | 2 | 1HP | 2PP |
| Aura of Fear | Make Scary Attack into A ranged attack range=10ft | 2 | 1PE | 2 PP |
| Butter Fingers | Enemy -1 to all smash and Deflection | 2 | 1PE | 2PP |
| Enfeeblement | enemy -1 to all Scare and determination | 2 | 1PE | 2 PP |
| Nasal Seepage | drain 1 hp per round for X rounds where X = number of successful Smash rolls | 3 | 2HP | 3PP |
| Hulking Presence | drain 1 PE per round for x rounds where X = number of successful Scare rolls | 3 | 2PE | 3PP |
| Mass Chaos | Target up to 3 enemies With a scare attack | 3 | 2PE | 3PP |
| Invisible | Monster may become hidden even if in plain sight | 3 | 2PE | 3PP |
| Blood Rage | +1 Smash +2 Damage | 3 | 2HP | 3PP |
| Sly Devil | +3 Sly Die | 3 | 2PE | 3PP |
| Force Field | -2 damage when activated | 3 | 2PE per turn If activated | 3PP |
| Sewer Breath | +4 Scare attack range of 10ft | 4 | 5 PE | 4PP |
| On Fire | +3 Smash +3 Dam Water attacks do double Dam | 4 | 5 HP Per Turn If Activated | 4PP |

MONSTER EQUIPMENT

Monster equipment is specialized to say the least. The very concept of 'ownership' is fairly new to monsters, who until recently have responded to any real needs by growing new body parts (or borrowing someone else's parts). In typical monster fashion, very little is actually made from scratch, instead being scavenged from human garbage. Of course, very little human-made merchandise can survive the abuse monsters run everyday items

through, let alone the heat, pressure, and constant social criticism at the Earth's core. Monster equipment exists as a sort of compromise. First, an industrious scavenger must journey out into the human world and find particularly sturdy examples of useful garbage. Then, using rituals best not described here (or hinted at, referred to, or even acknowledged), those second-hand treasures are infused with monster energy to make them resilient and creepy enough to be useable by monsters.

While player characters generally lack the know-how, energy reserves, and bizarre sexual organs necessary to make pathetic human items into useable monster goods, monster smiths happily set up shop in readily-accessible areas of the monster world and are all too happy to trade a monster's hard-earned Ooglies for their special crafts.

Weapons

Weapons generally work by adding additional successes to Smash rolls, provided the roll succeed on its own. For example, a Wrench adds 2 successes to a successful Smash roll, so if a wrench-wielding monster beats a human guard's Deflection roll, then he would inflict 2 extra HP of damage.

| <u>Weapons</u> | <u>Damage Bonus</u> | <u>Cost</u> | <u>Notes</u> |
|------------------------|---------------------|-------------|---------------------------------------|
| Live Mouse | +1 HP | 2 Ooglies | One Shot* |
| Broken Bottle | +1 HP | 5 Ooglies | Smells of Whiskey |
| (Adjective) Knife | +2 HP | 15 Ooglies | Choice of Adjective |
| Wrench | +2 HP | 25 Ooglies | +1 to Sly Rolls to Destroy human tech |
| Sack of Doorknobs | +3 HP | 40 Ooglies | Also stores a lunch |
| Waffle Iron | +5 HP | 75 Ooglies | +1 extra Success if plugged in |
| Old Cheese (in a Sock) | +1 HP | 3 Ooglies | Can be thrown 30 feet * |

*One Shot items are destroyed or consumed when used once

Weapon

These can be purchased later on to add to a monster's existing weapon, giving a favorite weapon new and exciting properties

Glowing (5 Ooglies) - With a little phosphorescent mold and some good old-fashioned radioactivity, a monster weapon can become a real status symbol. By spending a single PE, a monster can power-up a Glowing weapon, letting it emit a soft light of the monster's choice of color. This allows them to see twice as far in the dark and looks really cool.

Filthy (10 Ooglies) - The weapon drips with slime and insects and emits a delightful stench. Filthy weapons let a monster re-roll one die in any given Smash roll to attack.

Jagged (30 Ooglies) - With a little whittling and bashing, a weapon can be

Upgrades

given more points than it has any right to have, improving it's Smash bonus by +1.

Imaginary (25 Ooglies) - With enough psychic investment, a monster can make a

weapon entirely dependant on himself to exist. When a monster stops paying attention to his weapon, it just doesn't exist, and when he decides to notice it, it does. Essentially a monster can hide or carry his weapon outside of reality until needed.

Unnatural (50 Ooglies) - The weapon has been infused with enough fear and monster energy that it has joined the ranks of "That which should not be". Just holding this weapon and brandishing it menacingly is enough to put the fear of the elder gods into a human, granting a +2 success bonus to any Scare attacks the monster makes while holding it.

Armor

Monster armor works similarly to Weapons, except it adds automatic successes to Deflection rolls instead of Smash rolls. Unlike weapons, the bonus

successes from armor are added to the total roll to determine if an attack succeeds or fails overall.

Chart 1.4

| Armor | Deflect Bonus | Cost | Notes |
|--------------------|---------------|------------|--------------------------------------|
| Spoiled Milk | +1 | 3 Ooglies | One-Shot, Chocolate costs 1 Extra OG |
| Live Cat | +2 | 7 Ooglies | One-Shot |
| Duct Tape | +1 | 10 Ooglies | Sticky (Holds small objects) |
| Old Pot | +2 | 30 Ooglies | Magnetic; Non-stick |
| Rusty Metal Plates | +3 | 65 Ooglies | Also Magnetic |

Armor Upgrades

These can be purchased later on to add to a monster's existing armor, giving a favorite armor new and exciting properties

Fetid (10 Ooglies) - Something ain't right about this suit of armor, even by monster standards. Despite looking like it's about to fall apart, Fetid armor actually seems to make a monster just a hair luckier, allowing them to reroll one Deflection die in any given roll to defend.

Microwave-Safe (15 Ooglies) - By paying close attention to (or altering) the label, a monster's armor can be improved to provide against the sorts of hazards a typical monster is likely to run into. The armor automatically protects the monster from 1 point of damage from fire, electricity, cold, or cleaning solutions. This upgrade can be purchased multiple times, with each application protecting against a different damage source.

With Stripes (20 Ooglies) - It's a commonly-known law of physics that things with stripes just go faster. A monster wearing armor with stripes can spend 1 PE to double her movement speed for one action.

Complicated (30 Ooglies) - With enough extra buckles, pads, and a few extraneous switches, a suit of armor can be improved beyond its usual expectations. Complicated

armor has its bonus to Deflection improved by +1.

Spiky (30 Ooglies) - Monstering is dangerous work, what with bigger things always trying to grab you, bite you, or generally restrict your movement. Industrious (or mean-spirited) monsters counter this by discouraging opponents from grappling them. Spiky armor inflicts one point OG HP damage to an opponent who attempts to grab or bite the monster wearing it.



Weird (65 Ooglies) - With enough supernatural influence, armor can be made 'just plain wrong', disturbing humans and other mortal beings who get too close to it. Wearing Weird armor gives a monster +2 Successes to Scare rolls.

Scare Items

Scare items work much like weapons, granting an extra automatic success to a successful Scare roll, essentially giving a monster bonus psychic damage when they manage to terrify an unsuspecting normal.

Chart 1.5

| <u>Scare Item</u> | <u>Damage Bonus</u> | <u>Cost</u> | <u>Notes</u> |
|----------------------|---------------------|-------------|---------------------------------|
| Cigar Box of Maggots | +1 PE | 2 Ooglies | One-Shot |
| (Adjective) Mask | +1 PE | 5 Ooglies | Choice of adjective |
| Spider on a Stick | +2 PE | 15 Ooglies | Causes Itchy Bites |
| Clown Nose | +3 PE | 40 Ooglies | Includes Big Shoes |
| Nasty Cloak | +3 PE | 60 Ooglies | Adds +1 Success to Sneak checks |

Scare

These can be purchased later on to add to a monster's existing scare items, adding to or modifying its abilities.

Subtle (5 Ooglies) - By fusing an item with dream energy, a monster can drag its basic, unsettling properties into more esoteric scaring techniques. Subtle equipment still provides its Scare bonus to all rolls for nightmares and psychic combat with Men in Blue.

Brand-Name (10 Ooglies) - Everyone knows that brand-name companies just produce better-quality product. Drawing on this knowledge, a monster can sew a stolen brand label onto a scare item and draw upon a major corporation's fearsome reputation. A Brand Name Item allows a monster to reroll one Scare die in any given roll to inflict psychic damage.

Ragged (25 Ooglies) - In an odd reverse of form, looking old, worn out, and generally crappy makes monster equipment MORE

Upgrades

effective. Ragged items increase their Scare bonus by an additional +1

Miscellaneous

Brilliant Disguise (15 Ooglies) With a simple baseball cap, child's T-shirt, and some horrible invention humans call "pants", a monster can appear to be a perfectly ordinary, if ugly, human child. By donning the full outfit and spending 2 PE, a monster can pass for human until midnight or the disguise is removed. While posing as human, a monster suffers a -2 die penalty to Scare rolls.

Monster Guide (15 Ooglies) Old as monsters themselves, the Monster Guide is chocked full of monster history, helpful tips, and dirty stories, all contains on precious vellum pages that smell of old mayonnaise. By taking a minute to consult the guide, a monster can gain a +1 die bonus to a Scare roll to frighten a human. In addition, a quick review of the guide and a successful Scare check can reveal

helpful hints and tips relating to monster culture and history.

Human Guide (15 Ooglies)
A human guide contains all manner of useful information that monster intelligence has managed to gather on modern humans, including customs, common smells, and a handy phrasebook. By taking a minute to study the guide, a monster can gain a +1 die bonus to any Sly rolls made to understand human language or use (or destroy) human technology. Additionally, by consulting the guide (and making a successful Sly check), a monster can gain some insight into a human custom or tradition.

IMPROVING YOUR MONSTER

Monsters improve one of two ways, either by stockpiling Ooglies and using that to buy equipment and status, or else by earning experience points (XP) through adventuring, fighting, and scaring and using these points to improve their attributes.

At the end of every game session, a game master awards players XP depending on what was accomplished.

| | |
|---|-------|
| Showed up to the Game | +1 XP |
| Player had Fun | +1 XP |
| Players accomplished Their goal | +2 XP |
| Players accomplished something ridiculously difficult or unexpected (or flabbergasted the GM) | +1 XP |
| Funniest Player Award (voted on by entire group) | +1 XP |

Scariest Player Award +1 XP
(voted on by entire group)

Luckiest Player Award +1 XP
(voted on by entire group)

Players will generally receive from 3 to 5 XP per game session. These points can either be spent to improve their character's abilities, or saved for later use.

The cost to improve your character's various abilities are as follows:

- Improving an Offensive Stat (Smash, Scare, and Sly) costs twice your current level in XP. For example, increasing your Scare from 2 to 3 would cost (2 x 2) 4 XP. Increasing it again from 3 to 4 would cost (2 x 3) 6 XP. Note that increasing a stat after character creation will increase its defensive stat, but not its other related effects (so increasing your monster's Smash would improve your Deflection, but not your HP).

- Improving a Defensive Stat is dependant on improving its corresponding foundational stat.

- Improving your Energy Reserves (either HP or PE) costs 1 XP for 1 point. So adding an extra 3 HP to your health reserves costs 3 XP

- New monster powers cost 2 XP for rank 1 powers, 5 XP for rank 2 powers, and 8 XP for rank 3 powers

CHANGING POWERS

If a monster is growing bored with a body part or power, they can always elect to either chew it off, regaining some of its XP value, or else trade it to a monster merchant for some Ooglies.

If the monster elects to chew the body part off, they regain 1 XP for tier 1 powers lost,

3 XP for any tier 2 powers lost, 5 XP for tier 3 powers and 7XP for tier 4 . If sold off, the monster gains 10 Ooglies for a rank 1 power, 25 Ooglies for a rank 2 power, or 60 Ooglies for a rank 3 power.



GAME PLAY

Basic Mechanic

The basic Mechanic is based on opposing rolls. For example, a monster named Bobo is trying to attack a guard dog with his bare hands.

Bobo has a smash of 3, so he would roll 3 action dice. A score of 9-12 on each of these action dice represents a hit/successes.

Let's say Bobo rolled a 4, 9 and a 12. This means he hit twice (the 9 and 12 hit the 4 is a miss)

The guard dog now has a chance to defend himself. The dog has a deflection score of 2, so the dog would roll 2 dice. He rolls a 7 and a 9, which means he defended once. The players then take the total attack hits and subtract the total defense hits. In our example, it would be $2-1=1$ attack hit/success.

Taking Damage

Any attack hit/success of 1 or greater is a hit. A result of 0 or less is a complete defense. Bobo hit the dog for 1 attack. Bobo then adds his smash score to the number of hits making his total damage 4 (smash score of 3 + 1 hit +0 no weapon) Then 4HP is taken from the dog. If he had hit for 2 attack hits the dog would lose 5HP. If Bobo had a wrench that give a +2 to damage and hit once his total damage would be 6HP. If he had hit for 0, no damage would be taken etc.

Quick Reference

Smash Attack Damage = Smash Score + Hits + Weapon Damage

Death and Gaga

Once a creature has hit 0 HP they fall unconscious and are near death if they take any residual/further damage takes away from their PE.

The same effect happens if the creatures PE hits 0 they have gone GAGA and are scared stiff any residual/further damage is subtracted from their PE

If the creature If both HP and PE hit zero the creature is truly dead

WHO GOES FIRST: Initiative

Each player and the GM rolls a dice the highest number goes first 2nd highest second etc. on the result of a tie each of the tied players re rolls until a winner can be determined.

A Standard Turn

A turn represents 5 seconds in time Each player starts with 2 actions per turn and can do any of the following:

ACTIONS

Move: A player can move up to its move score

Hide & Sneak: A player can try to hide and sneak up on an enemy. To sneak up on someone the Monster must be not in direct sight of the person they are trying to sneak up on. The Monster then makes a sly roll and the opponent makes a detect roll. If the player has more hits than the person detecting he is undetected. If it is a tie or less, the player is detected. The player can move up to ½ it move score (rnd up in Miniatures Rules) and if the player is detected on any action his turn is over. GM can always make it more difficult for this to be accomplished. For example the player is illuminated by bright lights this might need 3 successes. Attacking will automatically reveal your location. No actions can be taken against a person under Hide and Sneak except Detect until his position is revealed. **YOU GAIN 1 EXTRA SCARE DICE IF YOU TRY AND SCARE SOMEONE WHILE HIDDEN**

Smash Attack: You can attack 1 person adjacent to you by attacking a person's HP. Roll opposing rolls Smash vs. Deflection

Scare Attack: You can attack 1 person adjacent to you by attacking a person's PE. Roll opposing rolls Scary vs. Determination

Use Device: This is a sly check with a number of successes determined by the GM 1-2 for an easy device, 3-4 semi complicated, 5-6 what the hell does this do, 7+ what planet is this from.

Open Locked Door

Roll your Sly score. The GM will set a specific number of successes in order to open a door.

Detect Attempt to find something that's hidden

Defend: This lets a player add +1 to either Deflection or Determination

Delay: (This action costs all actions for that players turn) instead of doing anything a player can delay to take their turn after someone else. The player then takes his actions normally. The player must take his turn by the end of the turn or all actions are lost

Interrupt: The player can save 1 action to interrupt another player's turn he can only use this to Smash attack, Scare Attack or defend.

Charge attacks an adjacent enemy with a smash attack after making 2 moves. This gives +1 to smash but a -1 deflection to the attacker until the next round

FREE ACTIONS:

Drop Item: Dropping an Item will not cost you an action

Activate Power: A player can activate any power or powers he wants at will. However a player can only have 2 powers of the same type stack

Optional Miniatures rules

The standard square grid tiles can be used to show exact location and tactical positioning of monsters and humans alike. This helps the players as well as the GM get a visual representation of their position in the world.

Each square Represents 5ft. An average monster or human can move up to 5 squares. Each diagonal costs 2

To attack you must be in an adjacent square or use a ranged attack of some sort.



Sample Grid

GM's Section

IT is the GM's Job to tell an exciting story and to be the referee between the players and their Non Player Character opponents. It is also his job to expand the world and come up with new and exciting ways to challenge the Monsters as they grow in Power

Creating Humans

Humans are constructed in nearly the same fashion that monsters are. Just like monsters the everyday human have a base score of 1 in their foundational stats of smash, scary, and sly. The difference is they only get 3 additional points to distribute (instead of the beginning monster who has 4). They also pick off tier own power list. This is because most humans don't have 3 eyes or green blood, but they do have life experiences that act as powers and give them bonuses. They have fewer powers and tend to rely more on their equipment to help them

Human Power List

| Power | Bonus | Tier | Cost to use | Starting Cost |
|----------------------------|---|------|-------------|---------------|
| Human Devices ¹ | +1 sly to use human devices (ie Driving a car, cooking) | 1 | none | 1 |
| Monster Detection | +1 Detection Die | 1 | none | 1 |
| Kung Fu 1 rookie | +1 Smash Die | 1 | none | 1 |
| Ghoul Buster Equipment 1 | +1 Scare Die when using Ghoul Buster Equipment | 1 | none | 1 |
| Athlete 1 (high school) | +1 Smash Die | 1 | none | 1 |
| Nerdy | +1 Sly Die | 1 | none | 1 |
| Thug | +1 Scary | 1 | none | 1 |
| Peeping Tom | +1 Detection | 1 | none | 1 |
| Though | +3 HP | 1 | none | 1 |
| Psychic | +3 PE | 1 | none | 1 |
| Prince /Princess Charming | +1 Scary | 1 | none | 1 |

| | | | | |
|--------------------------|---|---|---------------|------|
| Swift | +5 ft to Move | 1 | none | 1 |
| Human Devices 2 | +2 sly to use human devices (ie Driving a car, cooking) | 2 | 1PE | 2 |
| Ghoul Buster Equipment 2 | +2 Scare when Using GB Equip | 2 | 1PE | 2 |
| Athlete 2 (college) | +2 Smash Die | 2 | 1PE | 2 |
| Lovely Looks | Scary + 2 | 2 | 1PE | 2 PP |
| Kung Fu 2 | Smash + 2 | 2 | 1HP | 2 PP |
| Paramedic | Heal HP (self or ally) | 2 | 2 PE for 1HP | 2 PP |
| Pharmacist | Heal HP (self or ally) | 2 | 5 OG for 1HP | 2PP |
| Rally Troops | Heal Psy (self or ally) | 2 | 2 HP for 1 PE | 2 PP |
| Inner Peace | Heal Psy (self or ally) | 2 | 5 OG for 1PE | 2 PP |
| Super Human Reflexes | gain 1 extra action this round | 2 | 1HP | 2PP |
| Kung Fu 3 | +3 Smash Dice | 3 | 1HP 1PE | 3PP |
| Athlete (pro) | +5ft move +2 Smash | 3 | 2HP | 3PP |
| Steele Nerves | +3 Determination | 3 | 2HP | 3PP |

HUMAN EQUIPMENT

The human world is full of devices. Everything imaginable from a Frisbee to a Truck can be found and used if you have the proper resources. Humans Rely heavily on their equipment while the list we provide is far from a complete compendium of everything in the human world it should provide some basic guidelines to build upon.

| <u>Weapons</u> | <u>Bonus</u> | <u>Range</u> | <u>Notes</u> |
|--------------------------|-------------------------------|--------------|----------------------------|
| Broom | +1 HP Damage | Adjacent | ahhh the classic never die |
| Base Ball Batt/Golf club | +2 HP Damage | Adjacent | FOUR! |
| Knife | +2 HP Damage | Adjacent | Shiny |
| Tazer | +1 HP Damage and +4 PE Damage | Adjacent | Ohhhh pretty Lights |
| Ghoul Buster 3000 | +4 PE Damage | 15Ft | Who you going to text! |
| M-209 Pacifier (9MM) | +5 HP Damage | 100ft | GASP! GUNS! x10 shots |

Other things that might be useful

Nerves of Steel: This is a drug that is injected into the leg. It is full of a secret mixture of human hormones that make you less susceptible to fear

+2 Determination dice for 3 rounds
1 use only

Lysol : This effective at distracting the enemy for 1 round in a successful smash vs deflection roll the affected creature will lose its actions for the next turn this is a one shot item.

Keeping things challenging

While players continue to buff up their monsters by adding more and more dice to their arsenal it will become less and less challenging for the Monsters. To avoid this you can do a few things to keep things challenging. Here are a few ways we suggest to keep things challenging.

1. Throw more at them. Instead of 1 or 2 humans make them fight 10
2. Increase the stats to match the players. This is easier than it sounds just total the foundational stats of your monsters and make the humans have around the same totals
3. Make up more powerful Humans Match the number of total points of the players

Challenges Against Things (doors, traps and obstacles)

In order to make challenges against things that cannot directly make opposing rolls the GM should simply set a number of hits needed to succeed. For example the if the monsters are trying to open a locked door it might require 2 successes on a sly roll for the monsters to open it.

| | |
|------------------|-------------|
| Padlocked door | 1 success |
| Locked wood door | 2 successes |
| Fortified door | 3 successes |
| Security Door | 4 successes |
| Bank vault door | 5 successes |



OVERVIEW OF THE HUMAN WORLD

Governments around the world have denied the existence of monsters to the public, believing that to acknowledge the existence of monsters would create catastrophic panic on a global scale. However, in secret governments around the world have united and dispatched a secret specialized group called "The Men In Blue." Not only has this secret organization received special training to be less prone to scaring and psychic attacks but they also utilize state of the art technology to aid them in catching monsters. Although the only evidence of monsters existence has been through blurry camcorders and cell phone pictures, this has made some members in society to become more vigilant, or boarder line paranoid than others. Though their devices are a little more "creative" and not up to par with the gadgets used by the Men in Blue, they are still considered potential threats to the monster world.

Others humans who are still skeptical about monsters but are taking the "better safe than sorry," approach have tightened up security in the homes and buildings with a variety of measures anywhere from watch-dogs to more security guards. The media has taken advantage of people's growing concern of monsters. Odd ball magazines that used to lack any credibility at all have now become the forerunner in sales at magazine stands. Some have even offered basic household defense strategies to use against monsters. These magazines have caused fear to spread epidemic, but on the other hand the tinfoil hat market has skyrocketed because of them. Some companies such as the famous "Ghoul Busters" now advertise on television and in magazines; offering their services in catching monsters. Out of all the civilians

who have armed themselves, the special service companies intend to invent the most elaborate gadgets which are one grade down than the ones used by The Men in Blue.

The Average Joe/Jane

| | | | |
|----------|------------------|-------|------------|
| Smash: 2 | Deflection: 1 | HP: 7 | Move: 25ft |
| Scary: 2 | Determination: 1 | PE: 7 | Ooglies: 7 |
| Sly: 2 | Detection: 1 | PP: 2 | |

Powers: Human Devices tier 2 (+2 Dice to Sly using human equipment)

Equipment Broom +1 dam

The Prepared Joe/Jane

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|----------|------------------|--------|-------------|
| Smash: 3 | Deflection: 2 | HP: 10 | Move: 25ft |
| Scary: 3 | Determination: 2 | PE: 10 | Ooglies: 10 |
| Sly: 3 | Detection: 2 | PP: | |

Powers: Human Devices tier 2 (+2 Dice to Sly using human equipment)

Equipment Bat +2 dam

The Ghoul Busters

The Ghoul Busters started off as a small nerdy group of college students who formed a club dedicated to their obsessive interest in ghosts, UFO's, and paranormal activity. After an ESP experiment involving potatoes and refined petroleum went terribly wrong, leaving half of their college's campus obliterated, the students were kicked out of what was left of the school and indicted by the law. The group fled to an abandoned subway station which they named "The Lair," and continued their experiments.

As the threat of monsters began to increase the once menaces to society re-emerged

from their hideout as heroes of humanity. Harnessing various knowledge and theories they received from their experiments, they started up a monster catching service. Business boomed as more and more monsters entered the human world, and they soon moved out of The Lair into a corporate building to operate their business from, but in secret they still use The Lair as their place to conduct paranormal tests and experiments on the monsters they've captured. Many monsters have been sent to The Lair to attempt to rescue their captured comrades, however none have returned.

Rookie Ghoul Buster

Smash: 2 Deflection: 1 HP: 7 MV: 25ft
Scary: 3 Determination: 2 PE: 8 OG: 8
Sly: 4 Detection: 2 PP: 3

Powers:

Human Devices tier 2 (+2 sly dice when using Human equipment)

Monster Detection T1 (+1 Detection Dice)

Ghoul Buster Equipment 1 (+1 Scare dice when Using GB equip)

Equipment

Ghoul Buster 3000 (ranged Scary attack up to 15ft +4 PE Dam)

Monster Trap Restrains a monster and Keeps him GAGA (PE at 0)

Veteran Ghoul Buster

Smash: 4 Deflection: 2 HP:13
Scary: 5 Determination: 3 PE: 15
Sly: 5 Detection: 3 PP: 5
MV:25ft OG: 12

Powers:

Human Devices tier 2 (+2 sly dice when using Human equipment)

Monster Detection T1 (+1 Detection Dice)

Ghoul Buster Equipment 1 (+1 Scare dice when Using GB equip)

Ghoul Buster Equipment 2 (+2 Scare dice for 1 PE)

Equipment:

Ghoul Buster 3000 (ranged Scary attack up to 15ft +4 PE Dam)

Monster Trap Restrains a monster and Keeps him GAGA (PE at 0)





The Men in Blue

The Men in Blue are firmly focused on their sole mission, catching monsters. Once a monster is spotted they will stop at nothing in their pursuit to make sure the monster is apprehended and then snuffed out. They view monsters as nothing more than a plague, and the Men in Blue's roles

are to purge society of this "infestation." They will stop at nothing to eliminate and neutralize the threat of monster infestation.

Little is known about where the Men in Blue's home base because no monster, living, has ever seen it. It is rumored to be known as "The Sentinel" and also is rumored that it is located somewhere beneath the ground. Unlike the Ghoul Busters, the Men in Blue have few intentions of capturing monsters, unless they hold a substantial amount of power, and much rather prefer to eliminate them on location. While the Men in Blue already use devastating gadgets out on the field, it's speculated that their fiercest weapons lie back at The Sentinel.

Rookie Man in Blue

| | | | |
|----------|------------------|-------|----------|
| Smash: 4 | Deflection: 2 | HP: 9 | MV: 30ft |
| Scary: 3 | Determination: 2 | PE: 8 | OG: 8 |
| Sly: 3 | Detection: 2 | PP: 3 | |

Powers: Human Devices 1(+1 Sly When using human Equipment)
 Monster Detection 1 (+1 Detection Dice)
 Kung Fu 1 (+1 Smash Dice)

Equipment: Nerves of steel x2 (gives a +2 Determination dice for 3 rounds)
 M209 Pacifier (ranged Smash Attack up to 20ft +5HP Dam)

The Monster World

With the humans becoming more alert of the presence of monsters in their world, monsters have pathetically pulled together an army to go into the human world to gather psychic energy, forcefully if

necessary. It's clear that the lead monsters in charge of this military aren't the sharpest of tools because most of the intelligence that the gather for their army to use isn't completely true and has many shades of gray on its accuracy. The monster's belonging to the military speculate that the

"higher ups" earned their ranks because their teeth are bigger than their brains.

The targets on missions that the military campaigns on are usually areas that have strongly concentrated psychic energy or structures where objects are located that the research department have deemed vital to obtain if monsters are to continue to survive in their voyages in the human world. When ordered to collect the shiny bowling ball as a mission, monsters do not question what purpose a heavy little ball will serve, trusting in that the research department knows much more than them about the human world, allowing them to use such objects to their fullest extent.

These higher up monsters have recently announced that they have acquired some of the human's technology. *More likely, it was junk that the humans just threw outside* Due to the complexity of human culture monster's aren't fully able to decipher the human language or machinery but their research department claims they have gained enough insight in how to use the human technology they've stolen. Unfortunately they are dreadfully wrong as monster's who choose to use these hybrid gadgets all find out. While the prototype tools will offer some sort of special ability, there is a high chance that the monster will also be hurting itself in the process due to improper usage.

What's the Big Deal with Ooglies?

Ooglies are literally a monster's life force and what allows them to continue to have consciousness. As a monster grows stronger they require more ooglies to sustain their power and furthermore live longer. This is even the case with equipment they uses because their equipment starts to form a symbiotic relationship with its host the longer it stays

attached. Ooglies are the reason why a monster can receive harsh damage physically and not necessarily die. If they're mind is still intact then they can use the power of their ooglies to rejuvenate themselves. Also monster's can exert ooglies similar to adrenaline in humans to perform actions with more physical effort. Bad things happen to monsters that run out of ooglies. First they'll start to go gaga permanently until they slowly wither away into the human equivalent of a vegetable. Why then do monster's trade their ooglies, which is basically their lifespan, for equipment? Monster trade their ooglies for equipment for two primary reasons. The first and foremost is due to the sheer fact that the human world is growing more dangerous so being ridiculously strong and scary is no longer an option, it's a requirement. Secondly, some monsters logically concluded, somehow, that with stronger devices, the easier it'll be to collect ooglies, which in turn means they'll be able to ensure their survival. The economic relationship works well because monster merchants who aren't off causing mischief still manage to collect their ooglies off the merchandise they sell.

Monster Army

The monsters wage their campaign from their head quarters B.O.O (Base of Offensive Operations), located in their home world. While the low ranking monsters carry out numerous campaigns in the human world, an internal power struggle has been happening back at B.O.O.

The highest monsters who are on apart of a council in charge of the entire military have been divided in three over the most effective ways of collecting psychic energy. The first are the Behemoths. They consist of the brutish monsters whose

massive size is matched by their gargantuan strength. Large teeth, thick scales, sharp claws; definitely a compensation for their intelligence.

The second group is called the Espas. These are made up of the monsters that have excelled at manipulating psychic energy. Their powerful psychic aura causes there to be an uncomfortable heaviness in the air whenever they are present.

The last division are the Gyrowraiths made up of the monsters who oversee the research department. Stealthy and perceptive some have become more machine than monster now that they look like mobile factories of doom. They stubbornly insist that the best way to acquire psychic energy is through their technology.

The constant dispute amongst the higher ranks have caused confusion among the low ranking monsters, on what would be their best course of action to take while in the human world.

The monster's reside deep within the Earth's core in pockets of air created from volcanic activities. All structures in the monster world are inside of melted rocks with perhaps a couple of spires protruding out if them. Also, more and more devices created with parts from the human world start become visible as monster's get closer to the core, which are also signs that they are near B.O.O, the monster army's base of operations. While many of monsters favor bringing in stinky trinkets from the human world, the main source of the foul odor is actually the sulfuric acid in the magma flow. The flow of magma from the equator has formed a useful network of tunnels that the monsters use to venture closer to their

target points before creating a portal into the human world. However, monsters are only supposed to travel down veins that no long have magma flowing down then or risk becoming a walking Mongolian barbeque.



Legend tells one of the original Espas trying to think of a happy place were it could acquire plenty of ooglies and magically creating a portal. Little did this Espa know at the time that it had actually made a revolutionary breakthrough in quantum physics, but to this day portal creation has been the sole means of reaching the human world. Portals to breach the human world are created by exerting great amounts of psychic energy, but can only be created form in spots of the human world that are weak in psychic energy. (Hence why monster campaigns become progressively difficult as they reach their target.) If a monster tried to make a portal in a human location that was strong in psychic energy then both the monster and the human worlds would become unstable because of the two strong energies repelling one another. This in turn would lead to an almost certain apocalyptic and unspeakable doom. Recently, the Gyrowraiths along with the collaboration of the Espas, have been working on a focusing device to create portals right from the equator to any part in the world while still managing to reduce the amount of energy required to create the portal.